

IDAHO DEPARTMENT OF LANDS
DIRECTOR'S OFFICE
300 N 6th Street Suite 103
PO Box 83720
Boise ID 83720-0050
Phone (208) 334-0200
Fax (208) 334-5342



MICK THOMAS, DIVISION ADMINISTRATOR
SECRETARY TO THE COMMISSION

IDAHO OIL AND GAS
CONSERVATION COMMISSION
Betty Coppersmith, Chairman
Marc Shigeta, Vice-Chairman
Jim Classen
Renee Love, Ph.D
Dustin T. Miller

March 3, 2020

Snake River Oil & Gas, LLC
Attn: Mr. Nate Caldwell, Operation Manager
P.O. Box 500
Magnolia, AR 71754-0500

SUBJECT: Active Permit Extension Request – Fallon #1-10, Barlow #1-14 wells

Dear Mr. Caldwell,

On February 4, 2020, the Idaho Department of Lands (Department) received your written request to extend the Active Permit status for the following two wells as prescribed in IDAPA 20.07.02.500.02:

<u>No.</u>	<u>API Number</u>	<u>Well Name</u>	<u>Initial Production Test</u>
1.	11-075-20-033	Barlow #1-14	February 17, 2018
2.	11-075-20-032	Fallon #1-10	March 11, 2018

The Department has reviewed your request for an extension for the above named wells, and has approved a twelve (12) month Active Permit extension for each well. The Barlow #1-14 extension will expire at midnight on February 17, 2021 unless the well commences production prior to that date. The Fallon #1-10 extension will expire at midnight on March 11, 2021 unless the well commences production prior to that date. A well that commences production will be considered an Active well.

If a well has not commenced production before the expiration date, Snake River Oil & Gas LLC may request another extension under the conditions set forth in IDAPA 20.07.02.500.02. If a request is not received by the corresponding expiration date of this extension, the Department shall declare the wells Inactive under the conditions set forth in IDAPA 20.07.02.501.01.

Please contact me at your earliest convenience with any questions you may have.

Sincerely,

Mick Thomas
Division Administrator
Minerals, Public Trust, Oil & Gas
Idaho Department of Lands

ecc: Michael Christian, Chris Weiser, Richard Brown, James Thum